

**Amendments to the Specification**

Please replace the title as follows:

~~SIMULATOR, METHOD OF CONTROLLING THE SAME, PROGRAM, AND~~

~~INFORMATION STORAGE MEDIUM~~

SIMULATOR, METHOD OF CONTROLLING SIMULATOR, PROGRAM, AND

INFORMATION STORAGE MEDIUM

Please replace the paragraph beginning on page 2, line 5 thorough line 24, with the following rewritten paragraph:

(1) To solve the above described problems, a simulator according to the present invention, which imparts vibrations to an operator by driving a vibration mechanism in accordance with a generation of a given simulation state, includes:

a simulation calculation section which performs a simulation calculation to manipulate a simulator object in accordance with an operational input from an object operating-means section;

a vibration mechanism control section which drives the vibration mechanism on condition that a predetermined vibration occurrence simulation state has occurred, ~~by the simulation calculation~~; and

a vibration condition setting section which receives a vibration condition setting which specifies the vibration occurrence simulation state, by an operational input from an operating section for vibration condition setting,

wherein the vibration condition setting section performs condition setting processing to receive a setting of a vibration content which includes at least one of vibration intensity, a vibration pattern and vibration length of the vibration mechanism, in the vibration occurrence simulation state specified by the vibration condition setting, and

wherein the vibration mechanism control section drives the vibration mechanism relating to the set vibration content, when the vibration occurrence simulation state specified by the vibration condition setting occurs.

Please replace the paragraph beginning on page 2, line 25 through page 3, line 17, with the following rewritten paragraph:

A method of controlling a simulator according to the present invention, which imparts vibrations to an operator by driving a vibration mechanism in accordance with a generation of a given simulation state, includes:

~~a simulation calculation step in which performing~~ a simulation calculation is

~~performed~~ to manipulate a simulator object in accordance with an operational input from an object operating section;

~~a vibration mechanism control step in which driving~~ the vibration mechanism is ~~driven~~ on condition that a predetermined vibration occurrence simulation state has occurred, ~~by the simulation calculation~~; and

~~a vibration condition setting step in which receiving~~ a vibration condition setting, which specifies the vibration occurrence simulation state, ~~is received~~ by an operational input from an operating section for vibration condition setting,

wherein when receiving the vibration condition setting, which specifies the vibration occurrence simulation state, the vibration condition setting step includes performing condition setting processing is performed to receive a setting of a vibration content which includes at least one of vibration intensity, a vibration pattern and vibration length of the vibration mechanism, in the vibration occurrence simulation state specified by the vibration condition setting, and

wherein when driving the vibration mechanism on condition that the vibration occurrence simulation state has occurred, the vibration mechanism control step includes performing processing to drive the vibration mechanism is performed relating to the set vibration content when the vibration occurrence simulation state specified by the vibration condition setting occurs.

Please replace the paragraph beginning on page 5, line 25 through page 6, line 3, with the following rewritten paragraph:

(3) With a playing machine, program, and information storage medium according to the present invention, the vibration mechanism control section may be formed to synthesize a plurality of the vibration contents that have been set by the vibration ~~content~~ condition setting section and control the vibration mechanism when a plurality of the vibration occurrence simulation states occur simultaneously as conditions that cause the vibration mechanism to vibrate.

Please replace the paragraph beginning on page 6, line 4 through line 9, with the following rewritten paragraph:

(4) With a playing machine, program, and information storage medium according to the present invention, the vibration mechanism control section may be formed to control the vibration mechanism in accordance with degrees of priority assigned to the simulation states when a plurality of the vibration occurrence simulation states occur simultaneously as conditions that cause the vibration mechanism to vibrate.

Please replace the paragraph beginning on page 13, line 5 through line 7, with the following rewritten paragraph:

When that happens, the vibration mechanism ~~setting-control~~ section 114 displays the setting input reception images shown in Figs. 2A to 2C on the display section 190 in step S10, then starts setting input reception processing in step S20.